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49      last tile = this tile
50      draw beginning of this tile
51      draw point = beginning of this tile
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53
54      draw this object
55      draw point = end of object
56  done
57
58  if last tile != NONE
59      draw end of last tile
60      draw point = end of last tile
61
62  if last group != NONE
63      draw end of last group
64
65  exit

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We claim:

1. In a computer system having input means for entering a plurality of objects to form an object list, data and commands into said system by a system user, an operator display module for displaying information to said user, a memory for storing said data and instructions, and processing means for performing processing operations in response to the entry of said data and said commands by said user, a method for generating a display on said operator display module comprising the steps in sequence of:

- (a) entering a command into said system by said user to display a form;
- (b) in response to said command, using said processing means to obtain said object list, corresponding to said form, from said memory;
- (c) using said processing means, assigning a plurality of tiles to each of said objects in said object list, at least one of said tiles being assigned to a group of said objects, and at least a second of said tiles being assigned to an individual one of said objects; and
- (d) using said processing means, displaying said tiles on said operator display module.

2. The method of claim 1 wherein said step (d) comprises the steps in sequence, using said processing means, of:

- i) moving a draw point to a home position of said operator display module;
- ii) drawing a tile of at least one object if there is an object to be drawn;
- iii) moving said draw point to a next position of said operator display module; and
- iv) repeating steps ii) through iii) until said tiles for all of said objects in said object list have been drawn or until a display area of said operator display module has been filled.

3. The method of claim 1 further comprising the steps, in sequence, between steps (b) and (c), using said processing means, of:

- (b1) eliminating an object from said object list if said object is not currently monitored by said system;
- (b2) obtaining a prioritization list from said memory; and
- (b3) arranging said objects according to said prioritization list.

4. The method of claim 1 wherein in step (c) said at least one tile comprises a text region and a data region.

5. The method of claim 1 wherein at least one of said tiles comprises a definition comprising:

- a physical size and shape of said at least one tile;
- an information display rule;
- an access table for identifying system users who are granted access to said at least one tile;
- a tile name; and
- a storage area for retaining the respective times of entries and identification of a system user making said entries of objects into one or more regions of said at least one tile.

6. The method of claim 1 wherein in step (c) one of said tiles has associated with it a plurality of regions, at least one of said regions comprising a plurality of objects, said method further comprising the step of:

- (e) entering a command into said system by said user to display the contents of said at least one region; and
- (f) using said processing means, displaying a pop-up menu corresponding to said at least one region of said one tile on said operator display module.

7. In a computer system having input means for entering a plurality of objects to form an object list, data and commands into said system by a system user, an operator display module for displaying information to said user, a memory for storing said data and instructions, and processing means for performing processing operations in response to the entry of said data and said commands by said user, a method for generating a display on said operator display module comprising the steps in sequence of:

- (a) entering a command into said system by said user to display a form;
- (b) in response to said command, using said processing means to obtain said object list, corresponding to said form, from said memory;
- (c) using said processing means, eliminating an object from said object list if said object is not a monitored object;
- (d) using said processing means, obtaining a prioritization list, corresponding to said form, from said memory;

- (e) using said processing means, prioritizing said object list according to said prioritization list;
  - (f) using said processing means, assigning a plurality of tiles to each of said objects to be displayed in said object list, at least one of said tiles being assigned to a group of said objects, and at least a second of said tiles being assigned to an individual one of said objects; and
  - (g) using said processing means, displaying said tiles on said operator display module.
8. The method of claim 7 where step (g) comprises the steps in sequence, using said processing means, of:
- i) moving a draw point to a home position of said operator display module;
  - ii) drawing a tile of at least one object if there is an object to be drawn;
  - iii) moving said draw point to a next position of said operator display module; and
  - iv) repeating steps ii) through iii) until said tiles for all of said objects in said object list have been drawn or until a display area of said operator display module has been filled.
9. The method of claim 7 wherein in step (c) said at

- least one tile comprises a text region and a data region.
10. The method of claim 7 wherein at least one of said tiles comprises a definition comprising:
- a physical size and shape of said at least one tile;
  - an information display rule;
  - an access table for identifying system users who are granted access to said at least one tile;
  - a tile name; and
  - a storage area for retaining the respective times of entries and identification of a system user making said entries of objects into one or more regions of said at least one tile.
11. The method of claim 7 wherein in step (c) one of said tiles has associated with it a plurality of regions, at least one of said regions comprising a plurality of objects, said method further comprising the step of:
- (e) entering a command into said system by said user to display the contents of said at least one region; and
  - (f) using said processing means, displaying a pop-up menu corresponding to said at least one region of said one tile on said operator display module.
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